How to / Maniaplanet / Map editor / Shootmania

Author : TStarGermany (Translations:)

LAST PAGE PAGE 1 2 3 NEXT PAGE

F2 - Block mode

CLICK IMAGE TO ZOOM

The block mode will let you place all sorts of building parts and technical pieces into the environment.

All of them can be either selected by accesing the menu by mouse, or by pressing F2 + hierarchy numbers of the parts (and ^ for going back one hierarchy).

CLICK IMAGE TO ZOOM

Some parts can only be placed on even ground, some other parts can be combined with the groundworks.

Of course it will take you some time to learn what parts can be combined with each other in what way.

Selecting existing parts

You can either select the "picker tool" or press CTRL+Left mouse to select an already existing part on the map. This way you don't have to access the menu all the time, something which can speed up the building process considerably (especially if you forgot where a single part is located in the menu ^^).

CLICK IMAGE TO ZOOM

Underground mode

Placing parts in the underground or within mountain sides is rather easy.

First you should place the parts which connect over- and underground.

CLICK IMAGE TO ZOOM

Then you press the "Switch to underground" button to see the underground display. Select the underground parts from the block part menu and place them to connect all the necessary parts.

Copy and Paste mode

CLICK IMAGE TO ZOOM

An additional tool for building complex maps is the copy/paste mode, with which you can select existing parts of the map, cut them out to place them somewhere else or just copy them to multiply their appearance on the map.

CLICK IMAGE TO ZOOM

The selection tool works like a "mask" in a paint program. You can add multiple single parts into the "mask" (+ button) or remove other parts from it (- button), or just select all existing parts ("select all" button).

All parts in the mask are then either cut out or copied.

CLICK IMAGE TO ZOOM

Rotating/Placing copied parts

After having decided to cut or copy a part, you will see the outlines of the mask. You can press the right mouse button to rotate the mask and then press the left mouse button to paint the mask on the cursor location.

CLICK IMAGE TO ZOOM

Saving masks as "macroblocks"

If you're satisfied with the way it turned out, you can press the "save selection" button to build a macroblock out of it, which can then be selected as a "normal" building part in the F3 / MACROBLOCK MODE.

Plugins mode

Plugins are neat little helpers to make editing a bit easier. As you can see in all the screenshots, "CursorCoords" and "LatestBlocks" plugins are activated, those provide some great additional information about the stuff you're building.

LAST PAGE PAGE 1 2 3 NEXT PAGE

This site is friendly to stationary (PC/MAC) and mobile (Android/IOS) browsers
Trackmania, Shootmania, Questmania games & media © Nadeo & UbiSoft used under fair use policy
8,372,946 page views since January 2008. All tutorials, services, coding © Mania Creative 2008-2013